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WebResults 1 - 10 of about 86,300 for **flare vector**. (0.21 seconds)**GameDev.net - The Art of Modeling Lens Flares**

The **Lens Flare Vector**. The lens **flare** we create will have parts that all lie on a ... While you may use a 2d **vector**, or a 3d **vector** if you want the **flare** to ...

www.gamedev.net/reference/articles/article874.asp - 23k - [Cached](#) - [Similar pages](#)

GameDev.net - Lens Flare Tutorial

To explain how to create the over-used, totally hyped "Lens **Flare**" ... find the direction **vector** from the center to the light $vx = cx - lx$; $vy = cy - ly$; ...

www.gamedev.net/reference/articles/article813.asp - 11k - [Cached](#) - [Similar pages](#)

NKFlare

... lens **flare** to your scene. First, you need to declare a few **vector** variables:

... colorize your **flare** by declaring flare_brightness as a color or **vector**. ...

www.nathan.kopp.com/nkflare.htm - 12k - [Cached](#) - [Similar pages](#)

Applying New Methods to Flare Prediction Using Photospheric Vector ...

SOLAR The feasibility of using photospheric **vector** magnetic field data for solar **flare** prediction is tested using three distinct approaches.

www.stormingmedia.us/55/5514/A551414.html - 15k - [Cached](#) - [Similar pages](#)

'//LensFlare in 32 bit '//Relsoft 2004 '//v3cz0r is da man! '//Use ...

.5) * SCR_HEIGHT) 'center our light **vector** light.x = light.x + cx light.y =

light.y + cy 'derive **flare vector** from center and light vec.x = cx - light.x ...

www.petesqbsite.com/sections/express/issue4/FBFlare.bas - 23k - [Cached](#) - [Similar pages](#)

Xar Format Specification

... as the **Flare** file format, is an ultra-compact, open, **vector** graphic format.

... Why another **vector** graphics format? The Xar file format is not new. ...

www.xara.com/webformat/spec/ - 6k - Jul 12, 2005 - [Cached](#) - [Similar pages](#)

[PDF] High Resolution Vector Magnetograms With The Flare Genesis Vector ...

File Format: PDF/Adobe Acrobat - [View as HTML](#)

High Resolution **Vector** Magnetograms With The **Flare**. Genesis **Vector** Polarimeter.

PN Bernasconi, DM Rust, HAC Eaton. JHU/Applied Physics Laboratory, ...

sd-www.jhuapl.edu/FlareGenesis/Articles/Bernasconi_ASP_236_p399_2001.pdf - [Similar pages](#)

RFAQ:Bobo's Unreal Lens Flare -ULF (Part 2)

Fixed **Flare** Size - When you go closer, the **Flare** keeps its size. ... and the

linked **Flare** will try to remain perpendicular to the **Vector** "Camera-Camera. ...

www.scriptspot.com/bobo/rendfaq/RFAQ0095.HTM - 9k - [Cached](#) - [Similar pages](#)

Xara Flare Format Permission Flash Open Swf Macromedia Free

Xara **Flare** Open **Vector** File Format is a format that was introduced in 1997 by XARA to compete with the Macromedia Flash format. ...

www.economicexpert.com/a/Xara:Flare.html - 9k - [Cached](#) - [Similar pages](#)

Real-DRAW, the only 2D, 3D and Bitmap vector editor

You have other options to give the **vector** drawing a 3D look - such as ... You may

be surprised that visual effects such as sparkles or lens-flare can be ...
www.mediachance.com/reaidraw/render.htm - 18k - [Cached](#) - [Similar pages](#)

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